

1st & 2nd GRADE BYLAWS (MINOR)

GENERAL RULES

- Official baseball rules apply except where superseded by Utah High School baseball rules or Farmington City bylaws.
- Score will not be kept.
- Players must wear the team issued hat and shirt when playing a game. Any alterations or additions to the uniforms require approval from Farmington City. Jackets may be worn over the uniform during cold weather.
- Dugout selection will be determined as follows: home team will take 3rd base dugout.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter and the coaches.
- **Each team must clean out their dugout before leaving the area after the game.** It is strongly recommended that coaches make sure the dugout is cleaned up before handing out treats.
- Any violation of these Bylaws could result in disciplinary action as determined by the Farmington City.

GAME RULES

- Regulation games will consist of two innings or a time limit of an hour. Each inning all batters will have a chance to bat. A player can get out but 3 outs do not end the inning. Coaches must change the batting line up each game so children get a chance to hit and make plays.
- Before each game, both teams will provide the other team with a copy of their line-up. Each player will be listed in the batting lineup. This will include last names and uniform number.
- Pitch will be delivered by Pitching Machine. The machine shall be placed 40 feet from home plate and the speed is set at 40 MPH.
- All players shall play in the field for defense.
- In case of rainouts, the game will be rescheduled by Farmington City and coaches will be notified as soon as possible. This includes the possibility of make-up games on Mondays or Saturdays.

BATTERS

- Each player may be pitched 6 balls maximum by a coach for the pitching machine. If the player does not hit the ball after 6 pitches, the player is out.
- If a batted ball first hits any part of the pitching machine prior to being touched by a fielder, it is then considered a live ball.
- If a batted ball hits the machine and goes directly foul without touching a fielder, the ball is dead, the batter is awarded first base, and all runners advance one base.
- If a ball directly hits the coach pitcher, the ball is dead, the pitch counts, and no runners shall advance, and the batter shall resume batting.
- Batters are not permitted to bunt or soft swing at the ball. Penalty: ball is dead and pitch counts.

BASE RUNNERS

- Players cannot steal. They must remain in contact with the base and cannot leave until the ball is hit. Penalty for leaving early: runner is out.
- Players are not limited to one base per hitter.

DEFENSE

- Each player will play defense in every inning. Two coaches are allowed on the field when their team is on defense.
- Play is considered dead when a defensive player has control of the ball on any base. (1st, 2nd, 3rd, Home, Pitchers mound) If there is an over throw at any base, runner can only advance one base. Advancing runners may continue if at least halfway to the base.

Covid

Due to Covid-19 only one catcher per inning – once the team leaves the field catcher's gear must be wiped down and left to air dry until next inning (Coaches can have parents wipe it down)

Players can share batting helmet and bats – but should be wiped down in between uses.